```
WAL::Component
   # entity
   + operator=()
   + ~Component()
   + clone()
   + onStart()
   + onStop()
   # Component()
   # Component()
BBM::LobbyComponent
+ layout
+ playerID
+ color
+ ready
+ readyButton
+ coloredTile
+ lastInput
```

+ LobbyComponent()
+ LobbyComponent()
+ ~LobbyComponent()

+ clone()

+ operator=()